JAK & DAXTER
DEVELOPER INFORMATION

Corporate Bio

Naughty Dog, Inc., is an independent game development house responsible for such revolutionary hits as *Crash Bandicoot™, Crash Bandicoot 2: Cortex Strikes Back™,* and *Crash Bandicoot: WARPED™.*

Founded in 1986, co-presidents, Andrew Gavin and Jason Rubin began developing games initially as JAM Software for the Apple II, Apple IIGS, Amiga, Atari ST and PC. The games included *Ski Crazed* and *Dream Zone* which was the first game to support the PC's VGA graphics standard, and then of course came the infamous *Keef the Thief. Keef the Thief* was also the first game to be published under the newly named Naughty Dog, Inc.

In 1992, Naughty Dog made their mark in the home console category with *Rings of Power* for the Sega Genesis, published by Electronic Arts. Shortly thereafter, Naughty Dog relocated to Los Angeles, CA and in association with Universal Interactive Studios, *Way of the Warrior* was created for the 3DO. With a three project deal secured, what is now one of the best-selling character-based action game franchise, the *Crash Bandicoot*™ series had begun development for the PlayStation® game console and the relationship with Sony Computer Entertainment Inc., blossomed.

In 2000, on the heels of the successful launch of the PlayStation®2 computer entertainment system, Sony Computer Entertainment America Inc., acquired Naughty Dog, Inc. further strengthening the relationship and Sony Computer Entertainment America's capacity to create and distribute breakthrough entertainment content by leveraging the tremendous skills and expertise of the most successful and coveted U.S. developer in the gaming industry.

After introducing the world to *Crash Bandicoot™* in 1996, Naughty Dog soon broadened the franchise with *Crash Bandicoot 2: Cortex Strikes Back™, Crash Bandicoot WARPED™,* and *CTR (Crash Team Racing)™.* The highly rated titles have sold more than 20 million units collectively, and have broken sales records across the globe. Since releasing *CTR (Crash Team Racing)* in 1999, Naughty Dog has thrown its entire team, now 35 people large, into developing new content for the PlayStation®2 computer entertainment system.

With a larger team of programmers, artists and animators and the most accomplished and accredited game designers on board, Naughty Dog hones their strengths as a team and takes adventure gaming to an entirely new level with *Jak and Daxter The Precursor Legacy™.* Delivering nothing but the best ingredients for what is set to be one of the

biggest titles of the year – great character designs and animations, innovative gameplay mechanics, superior technology and absolutely stunning graphics, Naughty Dog pushes the power of PlayStation®2, and offers an engaging, immersive entertainment experience that stretches the imagination.

Naughty Dog – Mission

We would like to believe that we create the best videogames in the industry. If you don't agree then we've got a reason to keep coming to work....not that we ever leave.

Our methodology is simple: we make one game at a time, and we try to get it right.

We don't let programmers limit the artists. We don't let artists dictate programming direction. And we don't believe in letting producers run the show, because they go home at five.

We have a tendency to get thrown out of industry parties.

That, in so many words, is Naughty Dog.

Visit our website:

www.SCEE.com

Developer: Naughty Dog/SCEA	**Peripherals**: Analog Controller (DUALSHOCK 2), Memory Card (8MB) (for PlayStation 2)	
	Number of Players: 1	**PAL launch date:** Winter 2001